Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD 10/053,260 Effective October 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) TYPE [(Column 2) OR SMALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE FOR NUMBER EXTRA **BASIC FEE** 385.00 BASIC FEE NUMBER FILED 770.00 OR TOTAL CHARGEABLE CLAIMS minus 20= 0 X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = O X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL TOTAL OR **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY OR SMALL ENTITY (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE RATE TIONAL **AFTER** AMENDMENT **PREVIOUSLY EXTRA** AMENDMENT FEE FEE PAID FOR Total 20 Minus XS 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE · · · ; · · · (Column' 1) (Column 2) (Column. 3) CLAIMS HIGHEST ADDI-ADDI-8 REMAINING NUMBER PRESENT **PREVIOUSLY** RATE TIONAL RATE TIONAL ENT AFTER . **EXTRA AMENDMENT** PAID FOR FEE FEE Total ' Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) HIGHEST CLAIMS ADDI-ADDI-REMAINING NUMBER **PRESENT** TIONAL RATE **AMENDMENT** RATE TIONAL **AFTER PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Indep ndent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR

OR

TOTAL

ADDIT, FEE

TOTAL

ADDIT, FEE

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

"If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

***If the "Highest Number Previously Paid For" IN THIS SPACE is tess than 3, enter "3."